

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (currently amended) A transaction processing device, comprising:

a first POS terminal having a CPU and a display;

a network facilitating electronic communications between the first POS terminal, a lottery management and transaction processing system and a plurality of one or more third party application providers, wherein the lottery management and transaction processing system includes a gaming platform services layer hosting a plurality of available lottery games selectable by a user of the first POS terminal, and wherein the games include gaming platform services layer is in communication with an application layer that can receive at least one third party game applications provided from the plurality of third party application providers via the network which can be selected by a user of the first POS terminal;

retailer software operable by said CPU for displaying a first interface associated with at least one non-lottery-related retailer function on said first POS terminal display; and

lottery software operable by said CPU for displaying a second interface associated with at least one lottery-related retailer function on said first POS terminal display, wherein the second interface allows selection, by a user of the first POS terminal, of a game offering hosted by the gaming platform services layer.

2. (previously presented) The device of claim 1 wherein said first POS terminal is provided with memory and said retailer software is stored in and operable from said memory for display on said first POS terminal display.

3. (previously presented) The device of claim 1 wherein said retailer software is stored on a retailer controller in communication with said first POS terminal and operable by said CPU for display on said first POS terminal display.

4. (previously presented) The device of claim 1 wherein said first POS terminal is provided with memory and said lottery software is stored in and operable from said memory for display on said first POS terminal display.

5. (previously presented) The device of claim 1 wherein said lottery software is operable by said CPU for display on said first POS terminal display, said gaming platform services layer hosts a plurality of available lottery games that are playable by a user of the first POS terminal, and wherein the second interface allows for game play, by a user interacting with the first POS terminal, of a game offering hosted by the gaming platform services layer.

6. (previously presented) The device of claim 1 wherein said lottery software is operable by a CPU associated with a second POS terminal, said gaming platform services layer hosts a plurality of available lottery games that are playable by a user of the second POS terminal, and wherein the second POS terminal allows for game play, by a user interacting with the second POS terminal, of a game offering hosted by the gaming platform services layer.

7. (cancelled)

8. (previously presented) The device of claim 1 wherein said second interface displays an interface associated with said selected game upon said selection being communicated to said gaming platform services layer.

9. (previously presented) The device of claim 1 wherein said lottery software is operable for managing lottery transactions and wherein said displayed second interface is taken from the group consisting of: lottery ticket purchase, lottery ticket cancellation, lottery ticket validation, lottery game result query.

10. (previously presented) The device of claim 9 wherein said lottery management and transaction processing system facilitates processing of lottery transactions with a remote lottery host system.

11. (previously presented) The device of claim 9 wherein said first POS terminal display is a lottery ticket purchase display and wherein said first POS terminal display includes selection options for executing one of: a quick pick ticket, a draw ticket.

12. (previously presented) The device of claim 1 wherein said first POS terminal further is in operating communication with a printing device.

13. (previously presented) The device of claim 1 wherein said second interface is displayed via a web browser.

14. (currently amended) A method of conducting lottery transactions, comprising the steps of:

providing a first POS terminal adapted for lottery and non-lottery transactions, said POS terminal being further provided with a CPU and a display;

providing a network facilitating electronic communications between the first POS device, a lottery management and transaction processing system and a plurality of one or more third party application providers, wherein the lottery management and transaction processing system includes a gaming platform services layer hosting a plurality of available lottery games selectable by a user of the first POS terminal, and wherein the ~~games include gaming platform services layer is in communication with an application layer that can receive at least one third party game applications provided from the plurality of third party application providers via the network which can be selected by a user of the first POS terminal;~~

providing retailer software operable by said CPU for displaying a first interface associated with at least one non-lottery-related retailer function on said terminal display;

providing lottery software operable by said CPU for displaying a second interface associated with at least one lottery-related retailer function on said terminal display, wherein the second interface allows selection, by a user of the first POS terminal, of a game offering hosted by the gaming platform services layer.

15. (previously presented) The method of claim 14 wherein said first POS terminal is provided

with memory and said retailer software is stored in and operable from said memory for display on said first POS terminal display.

16. (previously presented) The method of claim 14 wherein said retailer software is stored on a retailer controller in communication with said first POS terminal and operable by said CPU for display on said first POS terminal display.

17. (previously presented) The method of claim 14 wherein said first POS terminal is provided with memory and said lottery software is stored in and operable from said memory for display on said first POS terminal display.

18. (previously presented) The method of claim 14 wherein said lottery software is operable by said CPU for display on said first POS terminal display, said gaming platform services layer hosts a plurality of available lottery games that are playable by a user of the first POS terminal, and wherein the second interface allows for game play, by a user interacting with the first POS terminal, of a game offering hosted by the gaming platform services layer.

19. (previously presented) The method of claim 14 wherein said lottery software is operable by a CPU associated with a second POS terminal, said gaming platform services layer hosts a plurality of available lottery games that are playable by a user of the second POS terminal, and wherein the second POS terminal allows for game play, by a user interacting with the second POS terminal, of a game offering hosted by the gaming platform services layer.

20. (cancelled).

21. (previously presented) The method of claim 14 wherein said second interface displays an interface associated with said selected game upon said selection being communicated to said gaming services platform layer.

22. (previously presented) The method of claim 14 wherein said lottery software is operable for managing lottery transactions and wherein said displayed second interface is taken from the group consisting of: lottery ticket purchase, lottery ticket cancellation, lottery ticket validation, lottery game result query.

23. (previously presented) The method of claim 22 wherein said lottery management and transaction processing system facilitates processing of lottery transactions with a remote lottery host system.

24. (previously presented) The method of claim 22 wherein said second display is a lottery ticket purchase display and wherein said second display includes selection options for executing one of: a quick pick ticket, a draw ticket.

25. (previously presented) The method of claim 14 wherein said first POS terminal further is in operating communication with a printing device.

26. (previously presented) The method of claim 14 wherein said second interface is displayed via a web browser.

27. (currently amended) A system for processing lottery transactions, comprising:

a POS terminal having a CPU and a display;

a lottery management and transaction processing system including a gaming platform services layer in communication with said POS terminal, with the gaming platform services layer hosting a plurality of available lottery games selectable by a user of the POS terminal, and wherein the games include gaming platform services layer is in communication with an application layer that can receive at least one third party game applications provided from the plurality of third party application providers which can be selected by a user of the first POS terminal;

retailer software operable by said CPU for displaying a first interface associated with at least one non-lottery-related retailer function on said terminal display; and

lottery software operable by said CPU for displaying a second interface associated with at least one lottery-related retailer function on said terminal display, said lottery software including a transaction handler for abstracting system communications and security details from one or more third party applications.

28. (currently amended) A method of adapting a POS terminal to incorporate lottery transaction capabilities, said POS terminal having a CPU and a display, comprising the steps of:

providing lottery software operable by said CPU for displaying at least a lottery

transaction interface associated with at least one lottery-related retailer function on said POS terminal display;

providing a lottery management and transaction processing system including a gaming platform services layer in communication with the POS terminal, with the gaming platform services layer hosting a plurality of available at least one lottery games option selectable by the lottery transaction interface displayed using said lottery software, and wherein the games include gaming platform services layer is in communication with an application layer that can receive at least one third party game applications provided from a plurality of third party application providers which can be hosted by the gaming platform services layer;

providing a lottery transaction processing engine operatively connected to said at least one POS terminal for providing at least one lottery transaction option selectable by the lottery transaction interface displayed using said lottery software;

providing a network facilitating electronic communications between the POS device, the lottery management and transaction processing system, the lottery transaction processing engine and the plurality of one or more third party application providers.

29. (currently amended) A method for facilitating lottery and non-lottery transactions, comprising the steps of:

providing a POS terminal with a plurality of display interfaces, including at least one non-lottery transaction interface, and at least one lottery transaction interface;

providing a lottery management and transaction processing system with a gaming platform services layer in communication with the POS terminal via a network, with the gaming platform services layer hosting a plurality of at least one lottery game applications provided from



~~a plurality of third party application providers via the network, and wherein the gaming platform services layer is in communication with an application layer that can receive at least one third party game application which can be hosted by the gaming platform services layer;~~

providing means for selecting at least one lottery game application for play on behalf of a player;

providing means for a player to play at least one lottery game application;

providing means for conducting lottery transactions via said POS terminal, including receiving lottery transaction requests, entering said request into said POS terminal, and communicating said transaction to a lottery transaction server; and

providing means for conducting non-lottery transactions via said POS terminal.

30. (currently amended) A lottery system, comprising:

a lottery management and transaction processing system operable to process lottery transactions and provide interactive lottery games over a network, with the lottery management and transaction processing system having a gaming platform services layer hosting a plurality of at least one lottery game applications provided from a plurality of third party application providers via the network, and wherein the gaming platform services layer is in communication with an application layer that receive at least one third party game application which can be hosted by the gaming platform services layer; and

a plurality of distributor server systems, each having at least one browser-based point-of-sale device for processing lottery and non-lottery transactions, said distributor server systems being in operable communication with said network, and wherein the at least one point-of-sale device

includes a transaction handler interface integrated therewith for managing data exchange and communications with at least one third party application.

31. (currently amended) A lottery system, comprising:

a lottery management and transaction processing system operable to process lottery transactions and provide interactive lottery games over a network, with the lottery management and transaction processing system having a gaming platform services layer hosting a plurality of at least one lottery game applications provided from a plurality of third party application providers via the network, and wherein the gaming platform services layer is in communication with an application layer that can receive at least one third party game application which can be hosted by the gaming platform services layer;

at least one first distributor server system having at least one browser-based point-of-sale device for processing lottery and non-lottery transactions, said first distributor server system being in operable communication with said network; and

at least one second distributor server system having at least one self-service, browser-based point-of-sale device for processing lottery and non-lottery transactions, said second distributor server system being in operable communication with said network.